

AMENDMENTS TO THE CLAIMS

Please amend claims 1 and 11 as follows.

The following is a complete list of all claims in this application.

1. (Currently amended) A system for providing functionality to remote users at individually addressable systems, the system comprising:

~~one or more servers in communication with one or more remote user systems wherein the remote user systems are individually addressable;~~

one or more remote user systems wherein the one or more remote user systems are individually addressable;

one or more console systems operating on the one or more servers wherein the one or more console systems comprise one or more base functionality modules;

[[and]]

one or more software game modules in communication with the one or more remote user systems, that utilize the one more software game modules utilizing the one or more base-functionality modules provided by the one or more console systems to provide interactive game content to the one or more remote user systems; and

at least one application programming interface for the one or more game modules transferring at least one parameter passed by the one or more consoles or servers console systems to the one or more game modules and transferring at least one parameter passed by the one or more game modules to the one or more consoles or servers console systems and wherein the at least one interface further comprises a common interface for connecting additional modules;

wherein one or more parameters are received from the one or more remote user systems at the console system; communicate parameters only to the one or more software game modules; and

wherein the software game module passes game-specific information to the one or more console systems; and

wherein the console system communicates with the remote user system using a base-functionality module in a manner determined by the game-specific information.

2. (Original) The system of claim 1 wherein the console system is in communication with one or more multi-player functionality modules.
3. (Original) The system of claim 1 wherein the console system is in communication with one or more game service modules.
4. (Original) The system of claim 1 wherein the base functionality modules comprise one or more of registration module, prize module, email module, notification module, reporting module, and system/error module.
5. (Original) The system of claim 2 wherein the multi-player functionality modules comprise one or more of chat module, ping module, style functionality, gateway module, lobby module, game selection module, and game server module.
6. (Original) The system of claim 3 wherein the game service modules comprise one or more of trivia module, fantasy module, predictive module and chat for single play module.
7. (Original) The system of claim 2 wherein the multi-player functionality module comprises a gateway module that generates a list of games and player data.
8. (Original) The system of claim 2 wherein the multi-player functionality module comprises a lobby module that contains game data, player data, menu options, and chat functionality.
9. (Original) The system of claim 1 wherein the interactive game content comprises a real-time event displayed on the remote user system.
10. (Original) The system of claim 9 wherein the remote user system comprises one or more of television, digital television, computer monitor, and wireless device.
11. (Currently amended) A method for providing functionality to remote users at individually addressable systems, the system comprising the steps of:

communicating with one or more remote user systems wherein the one or more remote user systems are individually addressable;

operating a ~~remote~~ console system wherein the console system comprises one or more base functionality modules;

providing interactive game content to the remote user system via a software game module that utilizes one or more base functionality modules provided by the console system; and

passing at least one parameter through an application programming interface defining at least one parameter passed by the console system to the game module and defining at least one parameter passed by the game module to the console system and wherein the interface further comprises a common interface for connecting additional modules; ~~and~~

~~communicating, to the console system, one or more parameters from the remote user system to the console system via the game module, the remote user system passing the one or more parameters only to the game module;~~

~~wherein the software game module passes game-specific information to the console system; and wherein the console system communicates with the remote user system using a base functionality module in a manner determined by the game-specific information.~~

12. (Original) The method of claim 11 wherein the console system is in communication with one or more multi-player functionality modules.

13. (Original) The method of claim 11 wherein the console system is in communication with one or more game service modules.

14. (Original) The method of claim 11 wherein the console system is operating at a central server.

15. (Original) The method of claim 11 wherein the base functionality modules comprise one or more of registration module, prize module, email module, notification module, reporting module, and system/error module.

16. (Original) The method of claim 12 wherein the multi-player functionality modules comprise one or more of chat module, ping module, style functionality, gateway module, lobby module, game selection module, and game server module.
17. (Original) The method of claim 13 wherein the game service modules comprise one or more of trivia module, fantasy module, predictive module and chat for single play module.
18. (Original) The method of claim 12 wherein the multi-player functionality module comprises a gateway module that generates a list of games and player data.
19. (Original) The method of claim 12 wherein the multi-player functionality module comprises a lobby module that contains game data, player data, menu options, and chat functionality.
20. (Original) The method of claim 11 wherein the interactive game content comprises a real-time event displayed on the remote user system.
21. (Original) The method of claim 19 wherein the remote user system comprises one or more of television, digital television, computer monitor, and wireless device.